**Regeneration:** During Upkeep, this unit gains a Reinforcement Token. When a Fireteam in this unit suffers damage, it may discard a Reinforcement Token to reduce the damage by 1.

**Constrict (6 v Df | 2"):** Strength 3, Piercing. If this Action Kills one or more models, this unit gains a Reinforcement Token.

**Consume:** If this Action dealt damage, it deals 1 damage to the same target (without a Penetration flip).
**Regeneration:** During Upkeep, this unit gains a Reinforcement Token. When a Fireteam in this unit suffers damage, it may discard a Reinforcement Token to reduce the damage by 1.

**Split in Two:** When this unit Activates, if it has 3 or more Reinforcement Tokens, you may discard 3 Reinforcement Tokens to Summon a Devouring Eel in base contact with this model.

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**Constrict (7ँ v Df | 2":** Strength 3, Piercing. If this Action Kills one or more models, this unit gains a Reinforcement Token.

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**Consume:** If this Action dealt damage, it deals 1 damage to the same target (without a Penetration flip).